Problems of using "quest" technology in training in the process of professional development

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Abstract *In this article, we will discuss the problems in the design of qualification process lessons, the importance of pedagogical technologies in their elimination, the problems of using Quest technology in the organization of practical classes, the tasks and advantages.*

Keywords: *Quest Technology, Multimedia, Design Technology, web quest, media education, interactive, linear quest, ring quest, attack quest.*

INTRODUCTION

Modernization of education, the teacher's focus on self-awareness of the individual, the creation of new opportunities to meet the needs of educators requires a constant professional self-improvement of the teacher. Another characteristic feature of the modern development of the educational system is that its modernization leads to the exchange of information as a whole, to the kengay of interactive educational methods used in the educational process, to the modernization of pedagogical technologies, to the improvement of continuous innovations in the educational system.

Interactive teaching techniques are the rules of organizing the interaction of students between themselves and the teacher, a process that guarantees effective pedagogical creative communication, as a result of which conditions are created for students to achieve success in their educational activities and the development of professionally significant competences. A particularly effective form of modern interactive technology is interactive entertainment, which creates the best conditions for the development, self-awareness of members of the learning process. Interactive games allow you to change and improve the behavior and forms of activity of subjects of pedagogical cooperation.

MAIN PART

At present, teachers ' use of the existing pedagogical technology in the design of teaching sessions in the process of improving their qualifications is considered ineffective and they are faced with problems such as learning new methods, methods and using them at the required stages. In the modern world it is impossible to imagine a person without the ability to project his actions. Bunda also plays an important role in the design of lessons, taking into account the exact human action. The project is based on a clear result in the form of a particular product. Exactly the design of the course process one of the variants of educational technology is the so-called "Quest" method. [2]

The quest is a problematic task with elements of the game, which play a role in which information resources can be used. [1]

[Quest is a combination of game elements, brain attacks and for educational training, relatively new pedagogical technology] - says the US scientist I. N. Felson. [3]

The relevance of the quest lesson methodology is associated with innovative areas of education, in which information and communication technologies serve as the research basis of the lesson.

Thanks to the use of Quest Technology, students will have the opportunity to independently select and compile the material, analyze the data received, learn how to independently make decisions in the selection of topics and present them for discussion in the lesson.

The game congruence of the quest is carried out by means of a game on the plot, in which you need to solve a series of problems in order to move around the plot. The essence of the plot, as a rule, is that there is a pre-planned goal, which can be achieved only by consistently performing the proposed situations, working with sources of information to find the necessary information. Each situational task is the key to the next thought and the next task. At the same time, the tasks can be different: active, creative, intellektual and others.

The task of Quest technology-as a type of Education allows you to solve the following problems:

Educational - the involvement of each educator in the process of active knowledge (the organization of individual and group activities of educators, the determination of skills and qualifications of independent work on the subject;

Developer - interest in educators, creativity, imaginationurni development;

Scientific - formation of skills of research activities, skills of independent work with information, expansion of Horizons, development of knowledge, motivation;

Upbringing - cultural traditions are an expression of personal responsibility for the performance of tasks, from the formation of a healthy environment among the participants of history, local guardianship and society.

There are two types of quest technologies

- **Short** -term (used for deepening knowledge, combining them, designed for one lesson).

- **Long**-term (intended for several lessons, which are used to deepen and change the knowledge of Educators) [2].

The advantage of Quest classes is the use of active teaching methods.The task lesson can be designed for both group and individual work. Depending on the plot, the assignments can be as follows:

- **linear**, in which the game is built on the line, after completing one task, the participants perform tasks one by one, until the end of the line, etc.;

- **attack,** here all the pupils choose their proposals, summarizing their views on the main task, answers aimed at solving the issue;

- **ring**, exactly similar to The Shape of a linear quest, but closed in the form of a circle. The teams start from the starting points and return to that point at the end of the game.

The structure of the quest learning objective can be as follows:

➢ introduction to the plot (plot, rally, determined plot));
➢ tasks (stages, questions, role assignments));
➢ order (bonuses, penalties, execution of payoffs);
➢ evaluation (results).

The "Quest" technology is not only capable of kengaytirishga the circle of knowledge of students, but also allows them to actively apply their knowledge, skills and skills to life.

The main features of Quest technology are:

1) the presence of a certain plot of the game;
2) availability of tasks (obstacles) ;
3) the presence of a goal that can only be achieved by overcoming certain obstacles.[7]

Quest technology is a evolving phenomenon, so it is constantly changing. Today, it is possible to distinguish between two main types of modern educational quests: web quests and extracurricular quests (direction requests). The whole world is widely used in the educational process as a type of web-quest, The Exorcism quest is not so popular. But all the same the founder of modern Geographical Science N.N.Y.Baransky recognized the importance of exorcism in the teaching and education of educators, in particular, noted that exorcism is the translation of geography from textbook pages into Life [3] [4].

An exorcism quest is a combination of traditional classical exorcisms (a specific topic, a pre-planned direction, entertainment) and game technologies in the form of quests (riddles, activities of participants).[5]

In education," web quest " technology is understood to be the use of Internet Information Resources when performing problematic tasks on elements of a particular role-playing game[10].

"Web- quest" means (Web-Network, the type of Spider the whole world), derived from the English language, (Quest [kwest])-search.

The term" Web quest " (Web Quest)-was first introduced in 1995 by Bernie Dodj, a professor of educational technology at the University of San Diego (USA). The author has developed innovative internet programs for integration into the educational process in the teaching of subjects at different stages of Education. [6]

In conclusion, it should be said that quest technology is an innovative form of Organization of educational activities of educators in educational institutions, and the game contributes to the development of active, creative, logical thinking skills of participants in solving game search problems, which serves as one of the forms of education in which educators begin to develop themselves as a physically healthy and.

Thus, a number of scientists on Quest Technology expressed their opinion as follows.

The US scientist T. Marche believes that:-[Kest (or web quest) is a supportive educational structure using links to important resources on the internet and links to a real task to motivate students to learn about any problems associated with an uncertain solution, developing their ability to work individually and in a group (at the final stage) in search of information and transforming it into more complex [8]

[Quest technology is an entertainment game, an adventure for a team of several people in a specially designed room, experience] - Russian researcher O.Saprikina [9].

[Quest game this is a pedagogical technology that focuses on the elements of the game, brainstorming, achieving a clear goal. Quest technology is a technology that uses digital educational resources (including Internet resources) to address the problematic tasks of students] - researcher I. N.Y. Felson

CONCLUSION

[Quest technology is a evolving phenomenon, so it is constantly changing. Today, in our opinion, there are two main types of modern educational quests: web quests and exorcism

quests (route quests). Despite the comparative youth of the work movement in the Russian educational environment, teachers of various educational sciences offer their own approaches to the preparation and conduct of educational programs. However, the experience of using sourcing search technology is very rare for us. But in modern education, in particular, education and Education recognized the special importance of ecclesiastical quests to students, it completely transfers the pages of textbooks to life] — the founder of Russian Geographical Science N. N.Y. Baransky[10]

Thus, in the conditions of modernizing the modern education system, The Quest technology serves as the basis for the formation of the compensations of the educators, rather than as the main purpose for which the knowledge, skills and qualifications of the educators are increasingly being taught.

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